I take it you guys dont understand why there is no expression on his face, but that is actually for a purpose. When making any character, you would always make a neutral face so that when animating the face to create expressions, it wont look as if there is already an expression on top of an animated expression. There is a reason for it, and we do have plans to have faces being animated ingame to increase the personalities of the characters, and help bring them more to life. So for example if the character gets hit, you will see that in the face that they are in pain. As opposed to having an aragont looking expression throughout that remains static.